Nunchuk evaluation

Rating	Description of Severity	Description of Appropriateness
1	Major usability problem: imperative to fix now	Completely inappropriate: the whole idea needs to be rethought.
2	Major usability problem: important to fix now	Not quite appropriate: a step in the right direction, but it needs a lot of work
3	Minor usability problem: give low priority	Seems appropriate: but it could be improved a little
4	Cosmetic problem only: need not be fixed now	Very appropriate: cant think of any changes

Question	Severity/Appropriateness	If it wasn't, how can it be improved?
Did using the Nunchuk as a shield seem appropriate?	4	-
Were the mappings of the Nunchuk to the shield correct (that is, did you feel that the motions you had to do to get a block or shield push were correct)?	4	-
Did you feel the cursor was an appropriate aiming tool?	3	Cursor was camouflaged by the opponent. User didn't use it at all during the test.
If it was, did you feel that using the joystick on the Nunchuk was an appropriate way to control the cursor, or did it get in the way?	2	Two steps increase the cognitive load on the user. Use of the nunchuk is not intuitive at all. Process needs to be learned and mastered.
General comments: It is imperative to read the user manual before playing the game. Otherwise, there is no way to start and naturally understand and learn how to play the game.		